

METHODS AND APPARATUS FOR PROVIDING EXTENSIBLE LIGHTWEIGHT
SERVICES IN A DATA STORAGE ENVIRONMENT

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ABSTRACT OF THE DISCLOSURE

Conventional development architectures for software system development employ varied invocation and triggering mechanisms for various objects and processes, such as services. Integrating new services tends to impose substantial changes in multiple code
10 objects, requires retroactive testing, and increases the risk of failure. A services architecture in which users of a service seamlessly employ a respective service using only the objects, classes, and entities germane to the service usage provides interprocess module and service entity invocation. Extraneous definitions and functions, such as housekeeping relating to activation and passivation, location (module or component) of
15 the service, and memory allocation, are removed from the user view. The architecture provides for automatic activation in the event components for providing the service have been passivated. Invocation requests are mapped across modules to the appropriate service entities.. In this manner, the services architecture provides a seamless user view of the service by handling extraneous functions and allowing the service user to focus on
20 the subscriber rather than the service implementation detail.